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Ark of Time

Ark of Time is a 1997 adventure game developed by Italian studio Trecision and published in 1997 for MS-DOS by Koei.[2] A PlayStation version was released in 1998.

Plot

Players control Richard, a newspaper reporter whose search for a missing professor takes him around the world and entangles him in the mystery of the fate of Atlantis.[3]

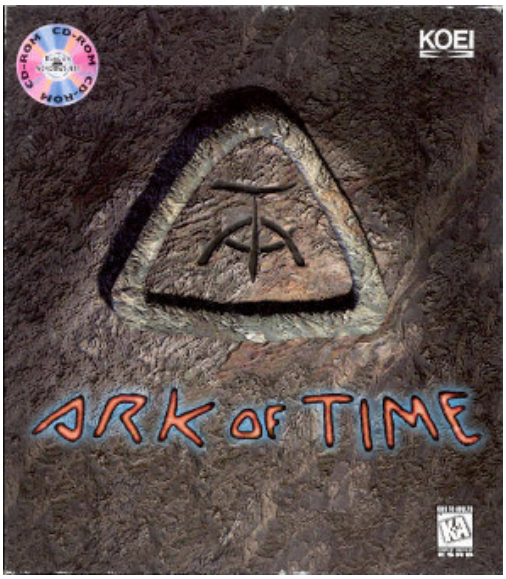
Gameplay

Ark of Time is a third-person point-and-click adventure game, with mostly inventory based puzzles.

Reception

Giving the game 80/100, Tap-Repeatedly/Four Fat Chicks complimented the game's sly sense of humor.[4] AdventureGamers rated the game 70/100, saying "This is the worst game that I've totally enjoyed."[5][6] GameSpot gave it 6.3/10, writing that Ark of Time was neither revolutionary or groundbreaking.[7] Quandary gave the game 60/100, writing that the game was part of a rush of titles centering around the fabled lost city of Atlantis that were released at the time. Additionally, Quandary felt that it was surprising.[8][9] Gameboomers wrote that the game was 'pretty okay'.[10] Just Adventure felt the title was loony and offbeat.[11] Meristation felt that while the game was competent and didn't have any serious flaws, it lacked anything that pushed the genre.[12]

Ark of Time



North American PC cover art

Developer	Trecision
Publisher	Koei
Director	Edoardo Gervino
Programmer	Fabrizio Lagorio
Artists	Mario Ricco Tommaso Bennati
Writers	Stewart Bell Bryn Isaac Laura Sicignano
Composer	Luigi Gaggero
Platforms	MS-DOS, PlayStation
Release	**MS-DOS** NA: March 21, 1997[1] EU: 1997 **PlayStation** WW: 1998
Genre	Adventure
Mode	Single-player

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External links

- PC Games review (https://archive.org/details/PC.Games.N056.1997.05-fl0n/page/n9?q=%22ark+of+time%22)

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